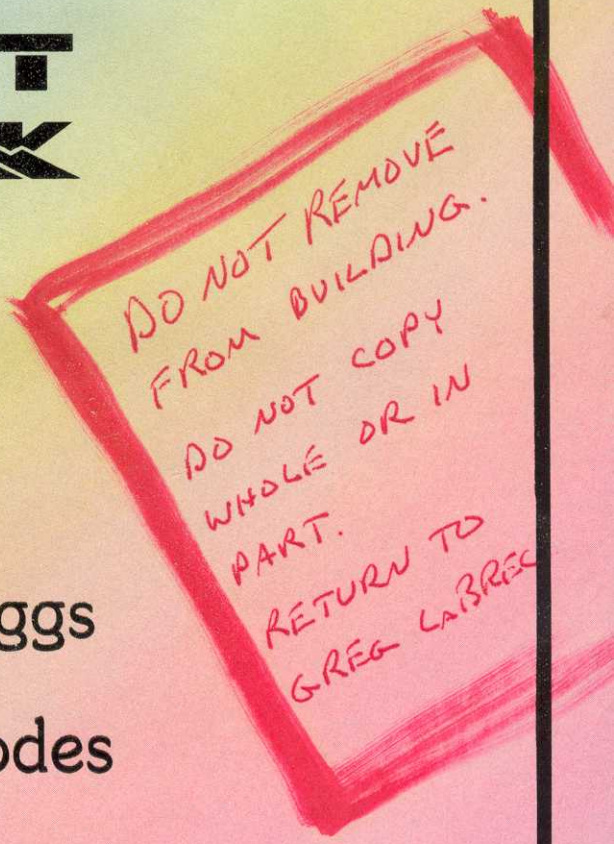
ATARI

LYNX™

HINT BOOK



- Hints
- Tips
- Help
- Easter Eggs
- Maps
- Level Codes

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Certificate of Authenticity

My name is John Skruch and I was the Director of Software Development for Atari. I worked for the company from 1982 under Warner Communications until 1998 under JTS Storage. All licensing, internal and external development, art, QA and production were at one time under my control. I was involved with the creation of over 300 titles for Atari during my tenure and was the last Atari Corp employee.

This Lynx Hint Book was THE cheat code bible for Atari Corp. After a game was released from the QA department, the lead tester wrote up a list of all cheat codes, hidden items and power ups in the game. These were given to him by the development team and game Producer and were all verified in testing. This list was then given to Greg LaBrec, who was in charge of game manual production and game magazine liaisons. Greg would carefully dole out only some of the hints to the gaming magazines for them to publish each month. This Hint Book contains ALL of the hidden items for a number of published Lynx games. I rescued the book from being thrown out during the move from 1196 Borregas Avenue to the old B of A building on Mathida Avenue in Sunnyvale, CA.

The above is true and correct to the best of my knowledge.

John Skruch – former Director of Software Development, Atari. Date 2/17/07

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LYNX
GENERAL QUESTIONS & ANSWERS

What is the Atari Lynx?

The world's first hand-held color video game system. Sold by Atari, the Lynx offers true multi-player competition, built-in 3D and distortion graphic effects, reversible controls, and fast arcade action for under $100.

What's the relationship between the Atari Lynx and Epyx?

The Lynx was originally conceived by Epyx in 1987. It was called the "Handy" at that time. Two creators of the system, Dave Needle and R.J. Mical, were also members of the Amiga design team. Atari bought the rights, and the rest is history.

While it is true that Epyx no longer does Lynx development, Epyx is still required by its contract with Atari to provide technical support, which it still does.

Are Lynx game cards encoded with any encryption scheme?

Yes and no. Most of the game card is not encrypted, just a few hundred bytes. The game-card verification system was introduced to enforce game quality, which Epyx perceived as a major threat after looking at what happened to the Atari 2600 (VCS) towards the end.

Atari does NOT do the encoding of the game cartridges. Epyx still does them. Epyx makes no judgement on what is encoded, but encodes everything that Atari requests.

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What are the differences between the original Lynx ("Lynx Classic") and the new Lynx ("Lynx II")?

The new Lynx is a bit smaller and lighter than the original Lynx. It has a slightly longer battery life, and can also just turn the screen off during a game pause to save batteries. (The original Lynx had a five minute auto-power shut-off that would have prevented this from being useful. It is gone in the new Lynx.) A power LED has been added (which also blinks when battery power is low), and cartridges can be slipped in a little bit easier.

The only differences in a technical sense is that the new Lynx has a more efficient internal design, and the headphone jack supports stereo sound. The speaker in new Lynx is also not as loud as the original Lynx, although it's still more than adequate for all but the noisiest situations. The speaker in new Lynx is a 16-ohm speaker, which causes the system to need twice as much power to drive the same volume through it.

Also, the new Lynx can experience what is called "blinking pixel syndrome" with certain game cards. With certain game cards, one pixel on the screen (usually stationary) cycles through all the colors very quickly. It does not affect game play, and isn't always noticed unless it's looked for. It seems to be fixed in later Lynxes, making it even less of a factor.

The power consumption in the new Lynx is only slightly less than in the original Lynx, and is not enough to account for an extra hour of play time. The extra hour is claimed by assuming that the user will turn off the backlight for some of the running time, which could be counted as dead time, not game time.

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What are the specifications of the Lynx?

Physical dimensions:
- Size: 9.25" x 4.25" x 2" (10.75" x 4.25" x 1.5" original Lynx)
- Screen: 3.5" diagonal (3.25" x 1.88" approx.)
- Speaker: 2" diameter

Buttons:
- Two sets of fire buttons (A and B)
- Two option buttons (OPTION 1 and OPTION 2)
- Pause button
- (OPTION 1 + Pause = Restarts the game
- OPTION 2 + Pause = Flips the screen, which allows the Lynx controls to be reversed)
- Power on light (Not on original Lynx; indicates unit is on)
- Power on button
- Power off button
- Backlight button (Not on original Lynx; turns off the screen, but does not turn off the game. This saves electricity use when a game is paused)
- Joypad: Eight directional

Controls:
- Volume
- Brightness

Ports:
- Headphones (mini-DIN 3.5mm stereo, mono on original Lynx)
- ComLynx (multi-player)
- Power (9V DC, 1 A)
- Game card slot
- Battery holder (six AA)

For the technically minded, the Lynx has two basic chips that form a cooperative set of co-processing subsystems that maximize the Lynx's performance by sharing the work of executing a game program. These chips are called Mikey and Suzy.

Mikey (16-bit custom CMOS chip running at 16MHz)
MOS 65C02 processor running at up to 4MHz (3.6MHz Ave.)
- 8-bit CPU, 16-bit address space

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Sound engine
- 4 channel sound
- 8-bit DAC for each channel
  - (4 channels x 8-bits/channel = 32 bits commonly quoted) Range of 100Hz to well above the range of human hearing
- Stereo with panning (mono for original Lynx)

Video DMA driver for LCD display
System timers
Interrupt controller
UART (for ComLynx)
512 bytes of bootstrap and game-card loading ROM

Suzy (16-bit custom CMOS chip running at 16MHz)
Blitter (bit-map block transfer) unit
Graphics engine
- Hardware drawing support
- Unlimited number of high-speed sprites with collision detection
- Hardware high-speed sprite scaling, distortion, and tilting effects
- Hardware decoding of compressed sprite data
- Hardware clipping and multi-directional scrolling
- Variable frame rate (up to 75 frames/second)
- 4096 color (12-bit) palette
- 16 simultaneous colors (4 bits) from palette at one time
- 160 x 102 "triad" standard resolution (16,320 addressable pixels) (A triad is three LCD elements: red, green, and blue)
- Capability of 480 x 102 artificially high resolution

Math co-processor
- Hardware 16-bit multiply and divide (32-bit answer)
- Parallel processing of single multiply or divide instruction

The Lynx contains 64K (half a megabit) of 120ns DRAM. Game-cards currently hold 128K (1 megabit) or 256K (2 megabits) of ROM, but there seems to be a capability of up to 2M (16 megabits) on one game-card.

With alkaline batteries, the reasonable average battery life is 5 hours. (4 hours with the original Lynx) The Lynx can run

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off rechargeable Ni-Cad batteries, but average battery life drops drastically to 1.5 hours per recharge (1 hour for the original Lynx). Your milage may vary.

Why does the Lynx use a 6502 and not a 68000?

From R.J. Mical, one of the Lynx's creators:

"Some people believe it's less of a processor than the 68000, for example. That series of chip was used in the Amiga, but it wouldn't make our machine do things any better. In fact, it would only make the unit larger and more expensive. It's also harder to write 68000 code, so we definitely made the right decision."

From Stephen Landrum, another of the Lynx's creators:

"The real answer for the choice for the 6502 vs. 68000 was price. Secondary considerations (that did not really enter into the decision making process): 68000 code is very fat compared to 6502 code. An application that takes 1K of 6502 code averages 2.5 to 3K of 68000 code. The 6502 is very bus-efficient, the 68000 has lots of dead time on the bus. As for it being harder to write 68000 code, that is probably not true, and in any case was not part of the reason the decision was made."

Is the Lynx an 8-bit or 16-bit system?

If 16-bit refers to the main CPU, (such as the Sega Genesis/MegaDrive) then the Lynx is an 8-bit system. If 16-bit refers to the graphics engine, (such as the NEC TurboGraphix-16/PC-Engine) then the Lynx is a 16-bit system.

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What accessories exist for the Lynx?

The following products are known to be available:

- ComLynx cable. Connects multiple Lynxes together for multiplayer games.
- AC adaptor. Powers the Lynx from any AC wall socket.
- Cigarette lighter adaptor. Powers the Lynx from any automobile cigarette lighter. Will support one or two Lynxes simultaneously.
- Atari Lynx Sun Shield. Folds down to protect the Lynx screen, and pops open to shade the Lynx screen from sunlight for outdoor play. (NOTE: There are two models; you need the one appropriate for your Lynx)
- D-cell battery pack. Holds six D-cell batteries, and can be attached with a belt clip. Alkaline batteries provides power for up to 20 hours of playing.
- Atari Lynx carrying pouch. Holds a Lynx, several game cards, and a ComLynx cable. Attaches with a wrist strap/belt loop.
- Atari Lynx Kit Case. Holds a Lynx, up to 24 game cards, and assorted accessories. Padded interior with Velcro dividers, can be customized. Carried with a handle or a shoulder strap.

Is there a TV tuner option for the Lynx?

No. Atari's official position is that market research shows that a TV tuner, while a neat idea, would not be bought by most players.

Do all players "lynxed"-up via ComLynx need a copy of the game being played?

Yes. All players need a copy of the game card.

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What's the ComLynx port like?

There is limit of 18 players via ComLynx. In practice it may be possible to connect more units together, but to operate within specifications, the drivers in the Lynx cannot drive over more than 17 units with pull-ups on the serial ports.

ComLynx runs from 300.5 to 62.5K baud. It works on a "listen and send" structure. Data transmission between Lynxes is done in the background, freeing up the CPU to run the game instead of communicating. It's called "RedEye" in-house at Atari, named after an early idea of having Lynxes communicate with infra-red transmissions.

It uses a three-wire cable (+5V/Ground/Data) and allows for bi-directional serial communications. The system frames messages in terms of 11-bit words, each consisting of a start bit, eight data bits, a parity bit, and a stop bit.

Sometimes a multiplayer ComLynx game will freeze up. Why?

A ComLynxed game will freeze if communication between the Lynxes is interrupted. If your game is freezing up in the middle of a session, it may be due to a fray in one of the ComLynx cables. The cable gets jostled, communication is broken, and the game "freezes." Jiggling the cable may fix the solution temporarily, but the best cure is a new cable.

My Lynx screen is badly scratched! How can I fix it, what can I do?

Get some "plastic scratch remover" or "plexiglass scratch remover." You can find it in hardware stores, or look in your Yellow Pages under "Plastics."

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APB
CHEATS

To skip levels:

Hold Option 1 and Option 2 while running into a donut.
This will fill your quota and return you to the police station.

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BATMAN RETURNS
TIPS & HINTS

How does one kill the penguin duck combo ?

The goal at the end of level 1 is to hit the duck head, not the Penguin. Watch what happens when you hit the duck in the face. Just get on the platform, bend down, and throw those batrangs. Don't miss the energy at the right edge of screen after you kill the duck. The duck must be hit in the head several times. When a hit registers, the duck closes its eye. 10 or 11 hits will do him in.

Is there any way to protect yourself from the exploding mirrors?

When standing in front of SHRECK'S store before it's windows explode, look around, there is one thing in particular that would block flying glass.

Level 1 Tips

After getting past the first sewer cover where you encounter the fat clowns, go past the second street lamp and there is a power up. Also, the there are power-ups behind the first two street lamp (posts) as you encounter the knife women. There are also two power-ups inside the Gift Box. You have to enter it from the right.

Level 2 Tips

The major problem here is to avoid being hit by a shotgun blast while jumping between buildings. Look and shoot before you leap. Watch out for the boxes when crouching to shoot cops. Its better to take a few bullet hits than to be blown up by a box.

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Level 3 Tips

Run, Run, Run!!! Shoot the big penguins as quickly as possible. You can avoid the other enemy shots. Use the vials at the end of the level.

In level 3, what are the glowing pools of gunk?

The glowing stuff in level 3 is toxic waste. Touching it gives Batman a sizzling sensation.

Is level three completed by clearing all the penguin soldiers?

Yes, you have to kill all the penguins at the end of level 3. The total is about 50. Make sure you past the open pipe facing to the right so the penguin counter will start. There are a few semi-safe spots, and the vials are very useful there. You can also kill penguins hiding behind the pipes.

Where is Mr. Shreck?

Look for Mr. Shreck in level 4. He's going for a dip in the toxic waste.

What is the best technique for getting over the sewer covers without being hit by the dynamite?

The grates stop launching if you have fallen down or are jumping. But not for long.

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BATMAN RETURNS
CHEATS

Invincible Mode

At the title screen do the following:
On the joypad--

- Press up eight times
- Press down twelve times
- Press left 15 times
- Press right 19 times
- Press option 1, 27 times

Then press A to start the game. When the game begins, hit the pause button, then press option 1 to skip a level. When the game is in pause mode pressing option 2 makes Batman almost invincible. He is still killed if he falls off a building. Once cheat mode is activated, it's cancelled if you press the joypad or option 1 on the title screen. That includes pressing restart during a game, so let the game return to the title screen on its own when a game ends.

There is no indication that cheat mode is on. If it doesn't work, turn off the power, then try it again. You are probably hitting a diagonal on the joypad, which would count as a press for each direction.

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BLUE LIGHTNING
TIPS & HINTS

Runway Hints

You can land the plane upside-down on any of the runways in level 6. If you fly as high as possible in level 7, you will se a runway in the sky at about the middle of the level.

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BLUE LIGHTNING
CODES

This is a listing of the code names of all nine levels.

LEVEL 1 - AAAA

DOG FIGHT. You fly through enemy lines destroying as many planes as possible

LEVEL 2 - PLAN

BOMBING RUN. You fly through enemy territory destroying tanks and ships

LEVEL 3 - ALFA

CONVOYS. You must destroy the enemy convoys by staying low and not getting shot down

LEVEL 4 - BELL

CANYON RUN. Fly through the canyon destroying enemy tanks you can't fly over the rocks you must fly through.

LEVEL 5 - NINE

ISLANDS. You must fly over enemy islands destroying radar installations and enemy warships

LEVEL 6 - LOCK

COURIER. Fly through enemy territory destroying anything you can and landing at airfields to deliver documents.

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LEVEL 7 - HAND

TOP SECRET. Again you must destroy radar installations and also railroad cars, tanks, ships, and planes.

LEVEL 8 - FLEA

NIGHT RUN. You must fly at night through the enemy lines without firing a shot at anything so your not spoted so you can make it to the last enemy radar installations and destroy them.

LEVEL 9 - LIFE

BATTLEFIELD. You must destroy enemy equipment without hitting allied equipment.

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CHIP'S CHALLENGE
EASTER EGGS

Fractal Generator Program

In the many codes for levels of play, there is a code which will allow you to enter into the infinite world of fractals. A fractal is a geometrical or physical structure that has an irregular or fragmented shape at all scales of measurement between a greatest and a smallest scale such that certain mathematical or physical properties of the structure are greater than the spatial dimensions. If you can understand the situation, that's what a fractal is.

The code for entering the program is MAND. After it is entered, a picture will start to form on the screen. DON'T TOUCH ANY BUTTONS UNTIL THE PICTURE IS DONE. When it's done, then you can move around and zoom in to see more details. NOTE: Since each picture has extremely fine detail, it will usually take a few minutes for an image to form. Especially if there is black in or around the picture.

Controls For The Program:

(B) Button: When this button is pushed, it will create a box outline on the screen which you can move around. When the button is pushed again, the image on the screen will zoom away from you.

(A) Button: When this button is pressed, it will also create a box outline. When pressed again, this will cause the image to zoom towards you.

NOTE: After the image has either been zoomed away or towards you, take the outline off the screen and let the Lynx adjust the picture to more detail.

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OPTION 1 Button: This will create and vanish the box outline. NOTE: Always take the outline off the screen after you are done with it.

OPTION 2 Button: This will create the box outline and starts the color cycling on the screen. One push on the button causes the cycling to go forward. Another push causes it to go backwards and a third will stop the cycling altogether. NOTE: To change the color of the cycling, go to the index.

PAUSE Button: This button will cause the MANDLEBROT / JULIA SET EXPLORER INDEX to appear on the screen. In the index, you can change the depth, color, and cycle rate of the fractals, and also create your own pictures. The index should look like this:

```
MANDELBROT EXPLORER

X:       FE.0000000000
Y:       FE.0000000000
STEP:    00.0800000000
DEPTH:             0100
PALETTE:             00
CYCLE RATE:          04
XJUL:    00.0000000000
YJUL:    00.0000000000
```

You can change anything you want on the index and it will not hurt the Chip's Challenge game. But, before you change any of the X, Y, XJUL, and YJUL settings, look at all the different images that can be found in the pictures on the screen. You can change the palette and cycle rate without messing up the programmed images. NOTE: There are two different programs to play with in this game. To see the other images other than Mandelbrot's go to the index and push OPTION 2. It will change the title from MANDELBROT EXPLORER to JULIA SET EXPLORER.

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CHIPS CHALLENGE
CODES

1	BDHP	LESSON 1
2	JXMJ	LESSON 2
3	ECMQ	LESSON 3
4	YMCJ	LESSON 4
5	TQKB	LESSON 5
6	WNLP	LESSON 6
7	FXQO	LESSON 7
8	NHAG	LESSON 8
9	KCRE	NUTS & BOLTS
10	VUWS	BRUSHFIRE
11	CNPE	TRINITY
12	WVHI	HUNT
13	OCKS	SOUTHPOLE
14	BTDY	TELEBLOCK
15	COZQ	ELEMENTARY
16	SKKK	CELLBLOCKED
17	AJMG	NICE DAY
18	HMJL	CASTLE MOAT
19	MRHR	DIGGER
20	KGFP	TOSSED SALAD
21	UGRW	ICEBERG
22	WZIN	FORCED ENTRY
23	HUVE	BLOBNET
24	UNIZ	OORTO GELD
25	PQGV	BLINK
26	YVYJ	CHCHCHIPS
27	IGGZ	GO WITH THE FLOW
28	UJDD	PING PONG
29	QGOL	ARCTICFLOW
30	BQPZ	MISH MESH
31	RYMS	KNOT
32	PEFS	SCAVENGER HUNT
33	BQSN	ON THE ROCKS
34	NQFI	CYPHER
35	VDTM	LEMMINGS
36	NXIS	LADDER
37	VQNK	SEEING STARS

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38	BIFA	SAMPLER
39	ICXY	GLUT
40	YWFH	FLOORGASBORG
41	GKWD	I.C. YOU
42	LMFU	BEWARE OF BUG
43	UJDP	LOCK BLOCK
44	TXHL	REFRACTION
45	OVPZ	MONSTER LAB
46	HDQJ	THREE DOORS
47	LXPP	PIER SEVEN
48	JYSF	MUGGER SQUARE
49	PPXI	PROBLEMS
50	QBDH	DIGDIRT
51	IGGJ	I SLIDE
52	PPHT	THE LAST LAUGH
53	CGNX	TRAFFIC COP
54	ZMGC	GRAIL
55	SJES	POTPOURRI
56	FCJE	DEEPFREEZE
57	UBXU	STRANGE MAZE
58	YBLT	LOOP AROUND
59	BLDM	HIDDEN DANGER
60	ZYVI	SCOUNDREL
61	RMOW	RINK
62	TIGW	SLO MO
63	GOHX	BLOCK FACTORY
64	IJPQ	SPOOKS
65	UPUN	AMSTERDAM
66	ZIKZ	VICTIM
67	GGJA	CHIPMINE
68	RTDI	EENY-MINY-MOE
69	NLLY	BOUNCE CITY
70	GCCG	NIGHTMARE
71	LAJM	CORRIDOR
72	EKFT	REVERSE ALLEY
73	QCCR	MORTON
74	MKNH	PLAYTIME
75	MJDV	STEAM
76	NMRH	FOUR PLEX
77	FHIC	INVINCIBLE CHAMPION
78	GRMO	FORCE SQUARE

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79	JINU	DRAWN & QUARTERED
80	EVUG	VANISHING ACT
81	SCWF	WRITERS BLOCK
82	LLIO	SOCIALIST BLOCK
83	OVPJ	UP THE BLOCK
84	UVEO	WARS
85	LEBX	TELENET
86	FLHH	SUICIDE
87	YJYS	CITYBLOCK
88	WZYV	SPIRALS
89	VCZO	BLOCK BUSTER
90	OLLM	PLAYHOUSE
91	JPQG	JUMPING SWARM
92	DTMI	VORTEX
93	REKF	ROADSIGN
94	EWCS	NOW YOU SEE IT
95	BIFQ	FOUR SQUARE
96	WVHY	PARANOIA
97	IOCS	METASTABLE TO CHAOS
98	TKWD	SHRINKING
99	XUVU	CATACOMBS
100	QJXR	COLONY
101	APIR	APARTMENT
102	VDDU	ICEHOUSE
103	PTAC	MEMORY
104	KWNL	JAILER
105	YNEG	SHORT CIRCUIT
106	NXYB	KABLAM
107	ECRE	BALLS-O-FIRE
108	LIOC	BLOCKOUT
109	KZQR	TORTURE CHAMBER
110	XBAO	CHILLER
111	KRQJ	TIME LAPSE
112	NJLA	FORTUNE FAVORS THE...
113	PTAS	OPEN QUESTION
114	JWNL	DECEPTION
115	ERGW	OVERSEA DELIVERY
116	HXMF	BLOCK BUSTER II
117	FPZT	THE MARSH
118	OSCW	MISS DIRECTION
119	PHTY	SLIDE STEP

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120	FLXP	ALPHABET SOUP
121	BPYS	PERFECT MATCH
122	SJUM	TOTALLY FAIR
123	YKZE	THE PRISONER
124	TASX	FIRETRAP
125	MYRT	MIXED NUTS
126	QRLD	BLOCK 'N' ROLL
127	JWWZ	SKELZIE
128	FTLA	ALL FULL
129	HEAN	LOBSTER TRAP
130	HXIZ	ICE CUBE
131	FIRD	TOTTALY UNFAIR
132	ZYRA	MIX UP
133	TIGG	BLOBDANCE
134	XPPH	PAIN
135	LYWO	TRUST ME
136	LUZL	DOUBLEMAZE
137	HPPX	GOLDKEY
138	LUJT	PARTIAL POST
139	VLHH	YORKHOUSE
140	SJUK	ICEDEATH
141	MCJE	UNDERGROUND
142	UCRY	PENTAGRAM
143	OKOR	STRIPES?
144	GVXQ	FIREFLIES
146	JHEN	CAKEWALK
147	COZA	FORCEFIELD
148	RGSK	MIND BLOCK
149	DIGW	SPECIAL

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CRYSTAL MINES II

CODES

1	TSLA	Down In The Dirt
2	UEPT	Logan's Run
3	MTFQ	Blocks And Bombs
4	IRTR	Wren's Nest
5	ZCXP	Out With A Bang
6	DPRX	Tanya's Tangram
7	OIGT	Monster Go Boom
8	YHYR	Dan's Deadly Maze
9	VYHK	Rocky Horror
10	ITCU	It Grows On You
11	QCFK	Easy Trap Of Doom
12	BXNG	Rock And Roll
13	MOXA	Bombs A' Plenty
14	IDWJ	Catacombs
15	RFVC	Red Herring
16	GHSI	Behind The Lines
17	SKHU	Impervections
18	TRFN	Blasting Zone
19	LQRE	A Wrinkle In Time
20	AURV	Bolder Dash
21	TYGU	Mud Wrestling
22	FUIX	Buried Alive
23	QFXV	Crystal "Mines"
24	XVXU	Can't Touch This
25	KYPO	Felony Arson
26	HBTR	Sandbox Bullies
27	SFEB	Stake Your Claim
28	HXRE	Dry Vein
29	TRVJ	Quiver
30	FQCS	Boulder Mania
31	ZOIH	Pipe Hype
32	LHJV	Stuck In The Mud
33	GVYU	Rat Race
34	EMTV	Split Infinity
35	OHXY	Switch Swatch
36	GSTB	Minefield
37	UXRC	Chimney Sweep

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38 - PWYH What A Blast!
39 - XQCE Hardrock Headache
40 - PNGU Nuke Zone
41 - DZDI Down Is Up
42 - PIPH Lucky Number
43 - PKAV Of Gravity...
44 - TBUM Shape Up
45 - CXRI Gravity Wise
46 - QIPZ Slime Pit
47 - HBJP Candlestick
48 - NXKU Bouncing Boulders
49 - IGPY Cloudbuster
50 - INUK Whirlwind
51 - LPHD Block Mania
52 - NEBX I Get Around
53 - JVNL Hot Pursuit
54 - CAQS Runny Stocking
55 - KEHL Cakewalk
56 - EMSE The Sewers
57 - ZLAE Crystal Factory
58 - MSXV Drop A Rock
59 - JXTD Magic Mirror
60 - SOVS Cache
61 - GHGV Rock Concert
62 - QVOZ Crystal Tomb
63 - ZCEL Make My Maze
64 - COYH Pardon Me
65 - HJHT Take Control
66 - DONQ Castle Mania
67 - VBHF Rad Drops
68 - JSMJ Crystal Cannon
69 - HTRA Tick Tock
70 - WBHD Crossroads
71 - MVJX Rain Dance
72 - ANZI Jungle Gem
73 - EDLA Zero Gravity
74 - PCMN Boulder Exchange
75 - YJKJ Monster Mania
76 - RAIQ Which Way?
77 - ZRWH Mud Boggin'
78 - ECMO Safe Cracker

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79	AOTP	The Howling
80	SVWK	Trial -N- Error
81	VRBO	Squeeze Play
82	SVYA	Jailhouse Rock
83	KRFH	Dodge Ball
84	CNQR	Sidewinder
85	YNXR	Ghost Of A Chance
86	CWQU	Plumber's Helper
87	YXFJ	Change Machine
88	SRDW	Triple Threat
89	PDSQ	Out Of Order
90	QKOA	Robo Rooter
91	CKLQ	Riddle Me This
92	KHBA	Cheque It Out
93	MZKM	Joel's Conniption
94	DYDO	Saturn V
95	IDIC	To Boldly Go
96	WVOM	Who Knows?
97	NJCU	Pipe Dream
98	WUQR	Volcano Vacation
99	BSZB	Pipeline Puzzle
100	RERF	Asylum
101	WNON	Slime Jar
102	IVLC	Around The World
103	PJOL	Crystal Trap
104	RGEI	Central Square
105	WCEF	Down The Drain
106	DSGY	Creature Comforts
107	PHUF	Swamp Things
108	NCDS	Gravity Ball
109	KOMZ	Herringbone
110	LFXQ	Water Closet
111	WAET	Xenophobe Zoo
112	YJNV	Conveyor Belt
113	TAUJ	Mutation
114	IMOZ	Towering Inferno
115	NBFD	Take Your Pick
116	ZAPR	Shopping Spree
117	BXFT	Elevator Muzak
118	GEFA	Kaleidoscope
119	QIKD	Gemnastics

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120 -	GMWJ	Death Zone
121 -	MKIH	Don't Be Greedy
122 -	ULEL	Multi-abuser
123 -	KBDW	Bombs Away
124 -	QEFP	Sound And Fury
125 -	SFJX	Make 'Em Yourself
126 -	LQXW	The Four Seasons
127 -	INMQ	Lobotomy
128 -	NMAD	Hell And Back
129 -	RHEM	Pipe Organ
130 -	YHVR	Newton's Nightmare
131 -	FSHF	Jail Break
132 -	EIKJ	Quantum Quarry
133 -	CQCR	Running On MT
134 -	AIYA	Haunted House
135 -	SXOE	Arrow Phlegm
136 -	EKDR	Bohemian Rhapsody
137 -	DRVY	Lift Lackeys
138 -	RGUM	Spacin' Vaders
139 -	FEDC	Avalanche!
140 -	PRKL	Evil Twins
141 -	ONKO	Leftright
142 -	QXPL	Meltdown
143 -	JRXP	Girls Best Friend
144 -	PADJ	Phase Shift
145 -	KGLI	Spiral Of Doom
146 -	FDXR	Mouse Trap
147 -	BLKS	Zen
148 -	TJGB	Freeze Frame
149 -	QKBT	Check Mate
150 -	AUEC	Terminus

Bonus Levels

			From Level
0 -	????	Secret Vault	--
1 -	KQVW	Deja View	9
2 -	QATR	No Time To Think	18
3 -	DBFQ	Bonanza!	27
4 -	LEJM	Nimbus	34
5 -	ODJY	Monty Haul	39

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6	- BVOS	Pinball Wiz	43
7	- SKLR	Ping Pong	48
8	- JPGR	Twist And Shout	52
9	- BIOH	Time's Up	55
10	- BNRY	Time Bomb	59
11	- UJIL	Time To Spare	61
12	- NMXS	Lava Slide	66
13	- LKBI	Slam City	70
14	- RNSK	No Way Jose'	73
15	- STRA	Hide-N-Seek	78
16	- YTST	Snake's Belly	84
17	- HBJO	Flood Gate	89
18	- CHRN	Killing Time	96
19	- WIFC	Way Out	100
20	- ESBD	Hermit Crab	106
21	- TMCB	Menagerie	111
22	- GCSQ	Yuchsville	114
23	- PNZS	Mine Shaft	119
24	- KDVI	Surrounded	125
25	- DHZY	Pool Queue	130
26	- IVRO	Pit Of Lost Souls	134
27	- OSNY	Shoot The Moon	138
28	- LOTL	Tarmaze	143
29	- MWOH	Safety Dance	146
30	- JCXZ	Downtime	149

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DRACULA THE UNDEAD
TIPS & HINTS

I found the notebook, the oil, the tinder box and the crucifix. Now what?

After speaking with Dracula, go back to your room and LOOK out the window. Now you know what you have to do next.

In Dracula's study, get the lantern. Go downstairs.
Get the money and the box.
Unlock the door and go down into the catacombs.
Find the crowbar.
Go back to the room across from yours and pry it open.
Go back to the catacombs and get the twine and the brass key.
Go back to the clock and get the small key.
Get the leftovers from the table.
Go back to the study. Open the drawer.
Go to the money room and use the lever.
Get the book.
Go into the catacombs, climb the ladder, calm the horse.
Find the spade.
Climb the well.

Note: Several intermediate steps are missing. Following the above will get you killed twice unless you think of other things!

You MUST take copious notes in your noteBook in order to successfully complete the game.

Is there any use for the money?

No, the money doesn't do anything, except that you may have to have it in your posession to win.

How do I get the rope out of the bottom of the well?

"Fish" it out.

I can't get past the horse.

Feed him.

How do you finish the game?

The most important thing needed to finish the game are the notes you (Jonathan) keep in the notebook. Anytime something important happens you should always use the notebook.

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DRACULA THE UNDEAD
SOLUTION

Antechamber
Open the chest of drawers
Get notebook
Enter the bedroom
Examine table
Get tinderbox
Go to bed
Examine bed
Get crucifix
Use crucifix
Go into antechanber again, then onto landing and down stairs to hallway
Go into dining room
Talk to Dracula
Use notebook
Examine table
Get oil
Go back to ante chamber
Look out of window
Watch Dracula climb down wall
Use notebook
Open the window
Climb out of the window
Climb across the wall and enter Dracula's study
Examine the table
Read Bram Stoker passage
Use notebook
Get the lantern
Use oil with lantern
Use lantern with tinderbox
Go to desk
Examine desk
Use notebook
Go to counting room
Get money
Get box

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Open box
Go to door
Go through door into catacombs
Go left/ towards screen (joypad down)
Go towards screen again
Go left again
Examine rock
Turn lamp down
Go towards screen
Use notebook
Go to and get crowbar
Go into screen (joypad up)
Go left, into screen
Get the twine
Go into screen , left
Go upstairs to counting room
Go upstairs in counting room to the study
Go to the window
Climb window
Go across the wall to the bedroom window (the third small window on the left)
Climb in through the window
Read message about window lock breaking
Go from bedroom to antechamber
Go out onto landing and over to the door on the far left
Use crowbar with door
Open the door
Enter the room
Watch three brides animation
Control returns to the player in the bedroom
Use notebook
Go to the window at front of the screen
Open window
Climb window
Climb across the wall to the study and enter
Get lantern and use with tinderbox
Go down into the counting room
Use the lever
Go through the secret door into the library
Examine books

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Go back into the counting room
Go down into the catacombs
Go left, down, down, left down
Examine the coffin
Get the key
Go up, right, up, up, right
Go up the stairs to the counting room
Go up to the study again
Go out of the window onto the wall
Go to the antechanber window and climb in
Go onto the landing and then down into the hallway
Go to the clock
Use key from catacombs with clock
Open clock, get key from clock
Go into the dining room
Read Bram text
Examine the table
Get sugar
Go out of dining room, up stairs and into antechamber
Climb out into the wall and go back to the study
Get lantern again
Use with tinderbox
Go over to desk
Use small key with drawer
Open drawer
Get hook
Use hook with twine
Go into the counting room, then the catacombs
Go right, then up
Climb ladders
Use sugar
Go out of stable into courtyard, then go right
Enter storeroom
Get the spade
Go back to the stable
Use the spade with the well
Use the fishing line with well
Climb well
You've done it!

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ELECTROCOP
CHEATS

To select levels:

Turn off the sound at the title screen.
Hold the joypad up and left at the same time.
Keep tapping both A & B buttons until it says "LEVEL 1"
instead of "NOW TELEPORTING TO LEVEL 1".
Use the joypad to select level.

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ELECTROCOP
CODES

Here is a list of all of the door codes for all 12 levels:

DOOR NO.	CODE	MISC. INFO
LEVEL 1:		
1	2473	Exits to Level 2
2	9874	Exits to Level 2
3	8743	Contains Weapon
LEVEL 2:		
1	3287	
2	5409	
LEVEL 3:		
1	9284	Exit to Level 4
2	7210	Exit to Level 4
3	3936	Contains Weapon
4	7395	Contains Weapon
5	8294	
LEVEL 4:		
1	0394	Contains Weapon
LEVEL 5:		
1	8658	
2	5462	
3	9973	
4	7642	
5	0912	
6	0974	
7	7865	
8	4285	
LEVEL 6:		
2	8765	Exit to Level 12
LEVEL 7:		
1	6021	Exit to Level 4
2	5824	Exit to Level 9

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```
LEVEL 8:
          1   7698     Exit to Level 6

LEVEL 9:
          1   0170     Contains Weapon
          2   1092
          3   7102     Contains Weapon
          4   4726
          5   1375     Exit to Level 11
          6   2857     Contains Weapon
          7   6998     Contains Weapon
          8   1798     Contains Weapon
          9   4391     Exit to Level 1

LEVEL 11:
          1   0293     Exit to Level 12

LEVEL 12:
          1   2987     Contains Weapon
          2   6443     Contains Weapon
```


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GATES OF ZENDOCON

TIPS & HINTS

General strategies

Every time you play a level, the monsters will appear in the same places, in the same sequence, every time. In addition, the "alien helpers" and other objects in the level appear in the same places.

Thus, the key to mastering a level is to first explore the level. Move your ship up and down as you proceed through the level so you can see everything that's there. You might have to sacrifice your ship a few times before you manage to get the whole level explored.

After you know what's there, you can develop the best strategy for getting through the level. This might involve moving your ship as little as possible to reduce risk, or it might involve moving it as much as possible so as to blow away more aliens.

What does each of the "friendly aliens" do?

"Floating Eye" - Hovers below your ship and shoots a fireball horizontally.

"Plasma Ball" - Hovers above and behind your ship, until you fire, at which point it wanders off (usually towards the closest enemy) and attempts to destroy enemies by touching them.

"Death Arising" - Hovers above your ship and shoots a red laser beam straight up.

"Sonic Dart" - Hovers above and slightly ahead of your ship and shoots a vertical white "sonic pulse", which moves to the right and enlarges as it moves away. The result is a continuous triangular wave of pulses which "sweeps out" virtually everthing in front of your ship.

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Level 11 Tips

As soon as possible, move the ship straight up to the top of the playfield. Do *not* move left or right. The dragon will fly into your tailjets and get killed instantly.

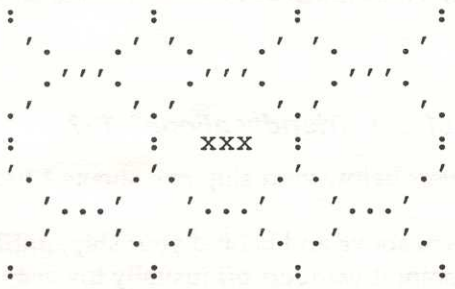
Level 14 Tips

One easy way to get through this level is to stay on the bottom and never shoot. Of course, you don't get many points this way!

How do I kill the dragons?

A dragon can be killed only by having its "head" contact your tailjets. None of the alien helpers affects the dragon.

To slay the dragon, note that it travels on a grid of circles. It will always stay in this grid. Here's a rough sketch:



The dots, quotes, and colons represent the path of the dragon. The key is to get your ship into the position marked "xxx" in the center of one of the circles. Avoid the dragon until you can see where the "center of the circle" is, and then put your ship there when the dragon is out of the way. Once in the center of the circle, your ship is entirely safe. After a while, the dragon's path repeats; when it comes round the circle again, it will fly through your tailjets and die.

This doesn't always work. Sometimes your ship is a little too far to the right and the dragon will just "chirp" a little as it

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goes by. If this happens, move your ship to the left a *tiny* bit and wait for him to come around again.

What do I do when there is more than one dragon?

This makes things more difficult, because they don't always travel on the same "grid".

The strategy is the same, but since the dragons travel on different grids, you'll have to keep moving your ship. If you can't move fast enough, use your shields -- they will get you out of the way much more quickly. (However, you'll be dead if you're caught between two dragons or caught between a dragon and the edge of the playfield.)

Dodge the dragons repeatedly until you see what pattern they follow. Each one follows a repeating path. Then, kill them off one-by-one.

How are the "tank" objects destroyed on level 44?

1 - Wait until the first tank is about halfway across the screen.
2 - Move behind its cannon, then down behind it after the two-legged walker is out of the way.
3 - Follow it closely, and simultaneously maneuver the ship so that it's 3 pixels off the floor. Move almost all the way to the edge of the screen.
4 - Keep the lasers on continuously. This should kill additional walkers as they approach.
5 - As each additional tank piles up behind you, the score increments by increasing amounts. When the score is incrementing 10 at a time, the one's digit will be constant. Shortly after this happens, you will kill a walker. Just after the walker is killed, move up slightly, wait for a missile to fly just under you, then move back down into position.
6 - Continue to the end. When the screen stops scrolling, leave your ship still for a bit; the tanks will all simultaneously be destroyed.

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Level 52 Tips

This is the "penultimate level", as it were. The object is to shoot at the object which slowly moves up and down along the right edge of the screen. Every now and then, this object will "open its eye"; this is the only time when it's vulnerable. The second time you successfully hit it when its eye is open, everything on the screen blows up and you are sent to the end of the game.

NOTE: If you have alien companions, they will be destroyed along with everything else! (However, they still help you get through this level.) The consequence of this is that when you face Zendocon, you always face it alone.

How do I finish the game?

In the final screen, you fight it out with Zendocon itself, the evil spider-monster which rules all the other aliens you've been fighting. To make it through this level, use the following procedure:

Zendocon appears on the right edge of the screen and moves horizontally towards you. While firing the lasers continuously, move your ship down slowly. You will eventually find a point at which your lazer-fire makes "explosions" appear on the monster.

When Zendocon is getting close, move your ship to the left and *up* out of the way. It can touch your ship without hurting you, but you want to avoid having it cover your ship entirely. Use your shields if it's a close call.

When it starts heading back towards the right, move your ship back down to fire at Zendocon's "soft spot" again. Use your shields when necessary to keep the "eyeballs" from hitting you. After the first couple of left-right "cycles" of Zendocon's movement, you'll be able to position your ship so that you can hit the soft spot and also avoid touching the eyeballs (because Zendocon slowly drifts up as it moves back and forth.)

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Using this technique, you should be able to hit Zendocon enough so that it dies after five or six repetitions of its left-right path. If you don't, it will start moving around the screen diagonally. This means it's probably too late -- but in a last-ditch effort, put on your shields and fly into its "mouth". This might do it in.

If you kill Zendocon and then "commit suicide" by crashing your ship into the floating eyes, you're given another ship and have to kill Zendocon again. If you lose your last ship in this way, you lose the game. Killing Zendocon multiple times doesn't increase your score all that much, but it's something to do if you have lots of extra ships at the end of the game.

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GATES OF ZENDOCON
EASTER EGGS

On level 28, the "floor" restricts the ship to the top half of the play-field. However, there is an easter-egg which allows you to access another gate "below the floor". Here's how you find it:

Immediately put on your shields and move the ship down, to kill the alien tanks. Then, start dropping bombs (using your shields when necessary to kill newly-appearing aliens). You will notice at one point the bombs appear to go through the floor. At this location is an invisible "hole" through which you can fly your ship.

It will probably take a few tries before you get through, because the hole is rather small. Once you get through, you maneuver through a couple of minor obstacles and then find the gate. It leads you to the "easter-egg level", whose name is " ". (Four blank spaces: this level, therefore, can't be accessed directly as the others can because its name cannot be entered.)

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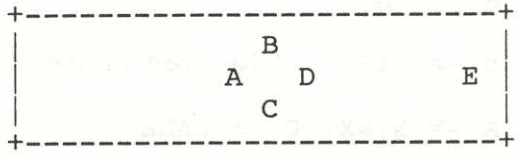
GATES OF ZENDOCON
CODES

In the listing for each level, the gate(s) which exist on that level are indicated with a letter, an arrow "->", and the name of the level which that gate leads to. Different letters indicate different possible positions of the gate, as shgown in this diagram:



This is meant to be a schematic representation of the level; your ship starts out at the left and proceeds towards the right.

For example, in the first level ("BASE"), it says "A -> ZYBX, E -> RAZE". This means that there are two gates: one at position "A", and another at position "E". You have to go through two "waves" of alien attack to get to a gate at position "E".

Each level's entry also tells which "friendly aliens" can be found on that level, and where. The symbols used are as follows:

@ "Floating Eye"
* "Plasma Ball"
^ "Death Arising"
> "Sonic Dart"

The description also tells where the alien is found.
Note: You won't find the alien if your ship is already accompanied by an alien of the same type.

The levels are numbered in such a way that the gates always lead you to a higher-numbered level. Also, whenever possible consecutive levels have been given consecutive numbers. (Most levels only have one gate.)

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1. BASE: A -> ZYBX, E -> RAZE

2. ZYBX: B -> NYXX, C -> XRXS, D -> NEAT

3. XRXS: A -> ANEX

4. ANEX: A -> NEAT, E -> BARE

5. NEAT: A -> YARR

6. YARR: B -> EYES. *: Near bottom, at end.

7. EYES: A -> NYXX, D -> BARE

8. NYXX: C -> ZYRB. @: Near top of screen.

9. ZYRB: A -> SRYX

10. SRYX: A -> BARE

11. BARE: A -> STAX, D -> XRAY

12. XRAY: A -> RATT. *: Near top of screen.

13. RATT: A -> NYET

14. NYET: A -> RAZE

15. STAX: A -> SZZZ

16. SZZZ: A -> RAZE. *: Middle, at beginning.

17. RAZE: A -> TRYX, B -> ROXX, C -> TRAX,
D -> TERA

18. ROXX: A -> NERB

19. NERB: A -> TREY. @: After dragon.

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20. TREY: A -> STAR. >: Third set of partitions, top.

21. STAR: D -> SSSS, C ->BYTE. @: First set of partitions, bottom. The "B" gate is under the second partition. It's also sort of hard to enter.

22. SSSS: A -> BREX

23. TERA: A -> BYTE

24. BYTE: A -> BETA. >: Near bottom of screen.

25. BETA: B -> TRAX, E -> NEST

26. TRAX: A -> ZEBA

27. ZEBA: A -> TRYX, E -> ROXY. @: Near top.

28. TRYX: B -> STYX

29. STYX: A -> YARB

30. YARB: A -> BREX

31. ROXY: A -> NEXA

32. NEXA: A -> NEST

33. NEST: A -> EBYX

34. EBYX: A -> BREX. *: Middle of screen

35. " ": A -> NERB. *, @, ^, >: all near bottom, near beginning. This is the easter-egg level.

36. BREX: B -> ZEST, C -> SEBB, D -> STAB. ^: Near bottom, after

37. ZEST: A -> ZORT. *: Bottom of screen, under stalactite.

38. ZORT: B -> STAB, E -> BRAN

39. BRAN: A -> BROT

40. STAB: A -> BOXX. @: Middle, at beginning.

41. BOXX: C -> SEBB, E -> TENT

42. TENT: A -> BROT. *: Near middle.

43. SEBB: A -> SNEX. ^: Near bottom.

44. SNEX: C -> ZAXX

45. ZAXX: A -> BROT

46. BROT: A -> STOB. >: Near bottom.

47. STOB: A -> XTNT

48. XTNT: A -> BOTZ

49. BOTZ: A -> SNAX

50. SNAX: A -> ZETA, D -> NEAR

51. NEAR: A -> ZETA. *: Near bottom. @: Near top, immediately after *. >: Near bottom, shortly after @.

52. ZETA

53. End of game

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MS. PAC-MAN
CHEATS

To receive five free lives:

During the game press the following:

- PAUSE
- OPTION 1
- Button B
- Button B
- Button A
- Button A
- OPTION 1
- Then UnPAUSE

To receive a free lightning bolt:

During the game press the following:

- PAUSE
- OPTION 1
- Button A
- OPTION 1
- Then UnPAUSE

To skip levels:

During the game press the following:

- PAUSE
- OPTION 1
- Button B
- Button B
- Button B
- OPTION 1
- Then UnPAUSE

You can then skip levels by pressing OPTION 1 during the game.

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QIX
CODES

After level 255 you go back to level 0. There is no known code for level 1.

2- GFGHEF	3- GFGGEN	4- HAHEHF
5- HAHFNJ	6- HAHGOI	7- HFHCPI
8- HFHNGF	9- HFHMIJ	10- IAIKCJ
11- IAILLE	12- IAIMAN	13- IFIIJE
14- IFILHJ	15- IFIKBJ	16- IFJFBF
17- IFJEHI	18- IFJHCM	19- IFJGIE
20- IFJBAI	21- IFJABE	22- IFJDHJ
23- IFJCBJ	24- IFJNBE	25- IFJMHI
26- IFJPCI	27- IFJOBH	28- IFJJHJ
29- BFAIFP	30- IFJLDF	31- IFJKHC
32- IFKFBJ	33- IFKEBF	34- IFKHHI
35- IFKGCM	36- IFKBOD	37- IFKAAI
38- IFKDCE	39- IFKCLG	40- IFKNBJ
41- IFKMKI	42- IFKPIC	43- IFKOBJ
44- IFKJKL	45- DFBIDC	46- IFKLBJ
47- IFKKPF	48- IFLFLF	49- IFLEBJ
50- IFLHPE	51- IFLGLF	52- IFLBBJ
53- IFLAPH	54- IFLDLF	55- IFLCBJ
56- IFLNPG	57- IFLMLF	58- IFLPBJ
59- IFLOPB	60- IFLJLF	61- BFCIIJ
62- IFLLPA	63- IFLKLF	64- IFMFCM
65- IFMEIK	66- IFMHAI	67- IFMGKJ
68- IFMBIC	69- IFMACM	70- IFMDAF
71- IFMCJJ	72- IFMNJA	73- IFMMJK
74- IFMPKJ	75- IFMOJA	76- IFMJJK
77- DFHIMF	78- IFMLHO	79- IFMKEL
80- IFNFKJ	81- IFNEIC	82- IFNHJF
83- IFNGIM	84- IFNBCM	85- IFNAIK
86- IFNDAI	87- IFNCKJ	88- IFNNIC
89- IFNMCM	90- IFNPHF	91- IFNOJB
92- IFNJJP	93- BFEIDF	94- IFNLFN
95- IFNKJP	96- IFOFCA	97- IFOEJJ
98- IFOHHF	99- IFOGPK	100- IFOBAM
101- IFOAIG	102- IFODHF	103- IFOCIG

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104- IFONMJ	105- IFOMDI	106- IFOPID
107- IFOOAM	108- IFOJJF	109- DFFIMF
110- IFOLJD	111- IFOKCM	112- IFPFIK
113- IFPEAI	114- IFPHKJ	115- IFPGI

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RAMPAGE
CHEATS

To select starting level:

You can select your starting level by following the following instructions:

- PAUSE on the character selection screen
- UnPAUSE and go to the newspaper screen
- Hold OPTION 1 while moving the joypad left or right to change levels

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RAMPART
TIPS & HINTS

General tips and hints

When firing, go for the ships closest to the shore first. You want to try and stop them from unloading ground forces if at all possible.

You have a short time to aim before you can start firing, so if you start at one end of the ships before firing starts, you can get more shots in. You need to use the "B" button to accelerate the joystick, or you can't get anywhere at all.

If a large group of ships is "clumped together", put your cross-hair in the middle of it all and keep shooting.

If a lot of debris makes surrounding your castle difficult, make a tight wall (very little free space) around an as-yet-unsurrounded castle. Then work on saving your home. You may lose some cannons, but it usually saves you the game.

When you first pick your home castle, look for the "tight spots," or the places which are going to cause problems when trying to surround the castle. Try to avoid placing cannons in those areas as long as you can. This will give you extra room to place wall sections if you get into a bind.

If you finish surrounding your castle(s) and you have some time left, try to surround another area just big enough to hold another cannon. You can always use more of those, and even if you don't fill the area, the ships will waste some fire on the extra wall segments.

You can be greedy in the early levels and get lots of points. A level might end depending on how well you are doing, so play well enough to survive but not well enough to end the level. Surround lots of castles with no room for cannons and keep one castle with cannons around it. Only worry about the ships that might get near the shore and launch ground cannons. Later in the game, if you are having trouble surrounding your main castle, give it up and surround

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another one before time runs out. Most people lose their game by letting time run out when trying to surround a castle when they could have easily surrounded a different castle with no debris around it.

General two-player tips and hints

Make it hard for the other player to rebuild by leaving single wall pieces everywhere. For example, in the first battle, bomb every other wall section around his castle. It takes a lot of pieces to fill up all of those holes. If the other player has castles near the edge of the screen with cannons around them, bomb the walls at the edge so the only piece that will close the hole is the single square. If you gain a little bit of a power advantage, destroy some of the other players cannons. Don't surround your main castle with so many cannons that you can't fix all of the holes after a battle. Always try to have a castle with little stuff around it so you can save it quickly in an emergency. Start with a castle close to the other player and with a lot of open area around it.

As a defense measure, if you notice your opponent blasting every other brick in your wall, there's nothing stopping you from blasting sections of your OWN wall to make rebuilding easier.

Massive bombing attacks aren't necessarily the best thing to do. Don't be greedy! It only takes one castle to stay alive. You get one cannonball per cannon. If you have cannons at the edge of the screen, you will have to wait longer between shots.

Tips and hints for higher levels

This is THE most useful hint for the later levels in Rampart (the 2 levels on the bottom of the map and the island level). Surround one of the more useless castles and put a cannon above it, below it, left of it, and right of it. It may take a couple of battles to get it surrounded. The cannons will keep

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the castle from being destroyed by the ground cannons. Now let all of the ground cannons try to attack the castle surrounded by the cannons. If a ship is unloading ground cannons near that castle, leave the ship alone. Once all of the ground cannons (about 30 I think) are trying to attack the protected castle, they won't bother you any more. Something else you can do if you have extra time while building walls is put pieces far away from your surrounded castle to attract cannon fire from the ships. Try destroying the walls around your castle before they can get hit by fireballs.

I heard about an unknown land in Rampart. Can you tell me where it is?

Select beginner mode, then conquer the first battle. When you go to the selection screen to choose next battle there are four shown! The top left one you have just beat. The bottom left will be highlighted, DO NOT PICK THIS ONE!!!. Choose the top right land. After defeating this one, choose the bottom right land.

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RAMPART
CHEATS

To activate cheat mode:

Pause during the game and press the following buttons...

- Option 1, seventeen times
- Option 2, nine times
- A button, eleven times
- B button, twenty-three times

Then press the joypad to do one of the following things:

- Right - you will conquer the next battle
- Left - you will conquer the next battle and get the victory screen
- Up - set the timer to 30 seconds
- Down - give yourself seven connons to place in the "place cannons" mode

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ROADBLASTERS
EASTER EGGS

1. Start on level 1.
2. Drive on either the left or right edge of the road (on the grass).
3. Drive as fast as you can into the tree.

If done right you will see a digitized picture of one of the programmers. You will see a different picture depending on whether you hit the left or the right tree.

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RYGAR
TIPS & HINTS

How do you kill the final boss in Rygar?

To defeat the 'boss' in Rygar you need to jump up and shoot him in the head. It take a few hits, but he will die. Just don't let him touch you!

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SCRAPYARD DOG
CHEATS

To receive a shield:

When you start the game, wait until your man appears and press PAUSE. Now press right on the joypad and press the B button at the same time. You should see a message at the bottom of the screen that says "SHEILD AWARDED". This only works once at the beginning of each level.

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SHADOW OF THE BEAST
TIPS & HINTS

The A and B buttons seem backwards to me. Button A should be punch and button B should B jump.

On the title screen press option 1 and you can reconfigure the buttons to a punch and B Jump. (It's in the manual)

How do I get past the three headed dragon?

If you are talking about the dragon in the castle, then look very closely at the back of the dragon. You should see something towards the middle of it. Shoot at that. You'll need the blaster refill. The "blaster" is the gun you get after you kill the dude at the cannon. You can find a reload for it in the castle.

In the castle it's dark, and it says I need a light. Where do I get the light?

Have you gone through the area under the tree? If not, do it! If you have, you must have missed an important area.

How do I get past the two-headed (Kangaroo) dragon? The one where each head takes turns shooting at you?

You need to use carefully timed jump kicks.

Is there any way to get through the blinking eyes without loosing so much health?

It's all in the timing.

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Is there a way to get through the mosquitos without loosing so much health?

Just run fast, and keep going.

How do you kill the guy shooting the Canon (above ground)?

All you have to do is punch the cannon to the right after he lights it.

How do you get past the blood spitting dragon in the area under the tree?

The blue orb kills that dragon. Fire at the dragon when he's in a prone position. It take about 10 shots

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SHANGHAI
TIPS & HINTS

What percentage of the layouts are winnable? I understand that in most scenarios it is possible (or even likely) to get a layout that is impossible to beat.

The tiles are set up randomly each game, so it may be impossible to complete a layout sometimes. All of the levels have been completed in less than 3 minutes each, so you can beat all of them. Most people find the turtle the hardest, followed by the fish. The easiest is usually the butterfly.

I just can't seem to win. I wonder what happens if you actually finish a game.

If you would like to see the winning animation; at the high score table, press pause, and then hold down option1, option 2, and the B button, while pressing up and right, at the same time on the joypad.

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STEEL TALONS
TIPS & HINTS

How do you fire the rockets?

The game manual says to Press B and Option 1 together to fire them, but it also says to Press B and Option 1 to change the view. The manual is in error. Press B and option 2 to fire your rockets.

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SUPER SKWEEK
CHEATS

Cheat Mode

1. Start game
2. Play a level until there are 2 blue tiles left
3. Wait until there are 13 seconds left
4. Press PAUSE
5. Press OPTION 1 + A
6. Press OPTION 1 + OPTION 2 (the PAUSE message should disappear)
7. Press OPTION 2 + B
8. Unpause -- (screen flickers - return to game)

On any level, press OPTION 1 + OPTION 2 for cheat menu.

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TODD'S ADVENTURES IN SLIME WORLD

CODES

These codes will place your character (TODD) at one of the restart stations located in the game. The further along the code is in the list, the further into the level your character will be re-started.

Adventure 1: EASY

```
24CAA1  E8CA6C  EC8AA9  118AEA  6FCBE9
919073  E70926  A809E3  6B4B6C  66CBE0
25CBA7  114928  12C9AA  550894  D7C956
19CB93  198AD2  9D0AD9  45C9C5  5DC9DD
070946  CA090D  CCC94F  30C988  4F8B09
0B8BCD  098BC3  078BC1  C28A87  870AC3
8A0ACE  8F0BC8
```

Adventure 2: EXPLORATION

```
269AF3  ED9ABE  ECDA78  ED9BBF  E4DB71
259BF7  EA193D  EF58F9  D199B9  E79EB4
EDDE7D  EE9EBF  D29EBB  E79FB5  2F9CF2
6CDCE3  AC5CB2  139CFE  159DF9  D01A24
559925  5A9E23  43DFE9  1E1969  1DDCA0
1899E0  1CD8AF  0399EB  865591  465F57
4EDFDD  75DFD8  245947  085F11  4C5C52
070997  4FDFDD  089ADD  70DCDF  75DCD8
F1181B  B51FDA  711B9B  8EDA1A  F1DA45
745947  749807  F659C1  B85D87  BD1DC0
B79B40  3DDC80  B79B40  7E5D4D  205F09
7F9E0C  60DEC9  20D988  205F09
```

Adventure 3: ACTION

```
9157B6  AB9277  2F1176  919073  198AD2
5DC9DD  15563D  569039  98D638  1796FC
111671  5417B2  1DD7BB  1993FB  D052FC
1492F9  D91225  5CD1E4  5CD6E5  011766
```

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```
DC93A6  1E1262  43536C  42506C  47972D
0D97EB  77D1DF  B816D8  7A575B  B610D8
72139C  0C1654  8916E9  4D9115  F150D3
CA9095  0892D5  8F9350  B69358  391245
FF9086  BC12C0  BD11C4  3C5604  215601
211746  67970D  EAD74B  6B910B  62920F
A610C8
```

Adventure 4: SUSPENSE

```
DD0114  DDC154  9D8154  5DC0D4  5C8114
5C4157  1C4117  DC0117  DCC157  DF8197
9C01D7  9C4197  5D8014  9CC117  5C0097
5CC0D7  DCC0D7  C641D9  C941D8  494158
C9C659  464159  474059  46C0D9  464058
884284  0B82C4  0DC286  8C4280  8E4282
B0824C  34004E  C7071C  1A472B  1A076B
1DC7AB  5DC7EB  5D872B  5D476A  5C07AA
9702EB  10C3A2  110362  114322  918362
2E81E6  9146A1  9106E1  EEC666  114621
110661  11C6A6  2E0666  2E4626  2E86E7
2EC6A7  2B413A  2B81FB  2BC1BB  28413B
2881F8  28C1B8  294138  2981F9  29C1B9
24413F  2387F1  200771  E00731  A007F1
6006B1  210671  E10631  A106F1  6101B1
3E0272  FEC171  BEC131  7EC0F1  3EC0B1
FFC071  BF00F1  7F03B1  3C0371  FC0331
BC03F1  7C02B1  3D0271  7C4371  3A0276
FA42F6  BA42B6  FAC276  BA8176  BD42B1
BD02F1  BDC231  A48278
```

Adventure 5: LOGIC

```
D9E275  9C26F4  9B62B7  02A2FF  9F63B0
C02032  C4E17F  C2A1B2  032770  DF67F4
022470  05E7B3  47667F  4621BE  8522F9
06E3B8  8921F8  C966F9  8C65BB  CDE665
71E1E1  4C21A4  0EE3A0  CAA3A5  8D62A1
8F22E3  7527A3  336720  CEE565  F52520
39652C  3CA4EB  B7E42D  B2A662  BA64A8
F162ED  77E3E9  796168  BBA66B  3BE0AA
FF61D6  60A417  236516  E02711  A12601
```


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TOKI

TIPS & HINTS

I am having a problem beating the big elephant looking thing at the end of level 4. It throws tusk-like boomerangs and at the same time shoots balls from its trunk.

Jump over the tusks (you have to learn to time it, but it doesn't have to be too exact). Then you should know that the crystaline elephant extends his trunk 3 times. The first time, wait until the last second (on the ground), and jump. If you wait long enough for your first jump, the next time the elephant extends its trunk will be up in the air. Duck. Then just jump over the trunk for the last time. Repeat.

Of course, you should be shooting the entire time. If you've got powered-up shots (and you should the first time), the elephant shouldn't last too long. One thing to concentrate on is the fact that once you learn how to kill an opponent, that method will always work.

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VIKING CHILD
CODES

Village Castle: OMEGAMAN

Forest Mountain: PATRICIA

Land Bridge Lake: REDDWRARF

Labyrinth Mund Flat Volcano: DEWSBURY

Desert Pyramid: ISLAND

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XENOPHOBE
TIPS & HINTS

Can you give me some tips on how to do well in a multi-player game?

One strategy which works well is to have two groups of two, one going left and one right (or working on separate floors). The "front" person in each group should have a higher-powered, shorter-range weapon, such as the Electro-gun or Poofer gun, and the rear person should have the laser. That way the rearmost guy is "covering" the leader. You have to have non-selfish players though (with regard to "goodies"). Also, on the appropriate levels, the leader should have the fire extinguisher.

How do you kill the Mother Festor in Xenophobe?

Lose your weapon on the next to the last level before the Mother Festor so you can make sure you have the laser gun. Go left all the way to the end and kill the stuff hanging from the ceiling. Then fire near the top of the screen, straight across. The shots will hit her in the head. You can tell because the % points go down. Once you kill her they drop fast.

You can keep jumping and firing off shots to kill her. Kind of tough to do with the electro gun since its range is limited, which is why you want the laser. It's not as strong, but goes much farther.

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ZARLOR MERCENARY
TIPS & HINTS

General tips and hints

The first two boards are the roughest. About half way through the second board you'll pick up a supershield (it's a little green ball that comes down). That will allow your life to go back up as long as your not getting pounded by enemy fire.

It's easiest to start out with the power guy since he can explode more in one shoot. On the first board you want to get as much money as possible so you can buy more weapons. Grab the Speedups and Lasers right when you start off. Remember that when the ship you have is destroyed you loose all your weapons, so if you buy 10 Wing Canons it doesn't help much. Try to get one of each weapon you use the most for each ship so you won't end up with a bare ship in the middle of a level. Don't buy a new ship until you need it. Your money is better spent on weapons.

In one player mode, on level 2, it is easiest to go up the left side.

How do you kill the boss at the end of the second level?

To kill the boss at the end of the second level, it's easiest to fly straight into him and shoot like crazy. Most of the time you can nail him before he even shoots!

How do you kill the waterdomes at the end of the "sea" level?

Get them down in the corner and sit right in front of the center eye and fire away. Try to stay on the ridge that runs to the center. Run right up to it before they have a chance to shoot you. If you do it right, you can kill them before even

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losing half your life. Stay away from the laser.

If you have a super shield, auto fire, laser, side and back shooters, and the extra power, one other way to defeat them is to move your fighter right over the hole before it surfaces. Then keep the autofire going and keep hitting the laser even though you can't see anything.

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ZARLOR MERCENARY
EASTER EGGS

The game of Life

The game of LIFE can be accessed through the character selection screen. Press the fire button twice to get to the character selection screen. At this point you must hold down OPTION 1 while moving the joypad as follows: Up, Down, Left, Right, Up.

Your screen should say "LIFE", and there will be a "LIFEform" known as a "glider", moving across the screen diagonally. It will go off the edge of the screen and return on the bottom, eventually running into the cells forming the word "LIFE", and causing the chain reaction that destroys the title screen.

Before the title screen is destroyed you may try the following controls:

1. Moving the joypad or pressing either OPTION button or PAUSE will stop the current evolution of LIFE.
2. Pressing OPTION 1 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen wrap around to the other side.
3. Pressing OPTION 2 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen behave as though they have reached a solid wall. This may be useful if "gliders" that are launched are disrupting your LIFEforms.
4. Pressing either BUTTON A or BUTTON B puts LIFE into DRAWING MODE.

DRAWING MODE

Access DRAWING MODE by pressing BUTTON A or BUTTON B while LIFE is evolving or after the current LIFEform has reached a stable state. You can tell you are in

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DRAWING MODE because the joypad will be in control of your cursor, a set of green crosshairs. While in DRAWING MODE, your controls behave as follows:

1. Moving the joypad with BUTTON A depressed will allow you to draw.
2. Moving the joypad with BUTTON B depressed will allow you to erase.
3. Pressing OPTION 1 or OPTION 2 will allow your LIFEform to evolve, as described in 2 and 3 in the above ACCESSING LIFE section.
4. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the DRAWING MODE.
5. Pressing PAUSE and BUTTON A will put you in COPY MODE.
6. Pressing PAUSE and BUTTON B will put you in PASTE/ERASE MODE.

COPY MODE

Access COPY MODE by holding down PAUSE and pressing BUTTON A while in DRAWING MODE. You can tell you are in COPY MODE because the green crosshairs will be onscreen with the word COPY in green below and slightly to the right of the crosshairs. While in COPY MODE, your controls behave as follows:

1. Pressing either OPTION 1 or 2 will return you to drawing mode.
2. Holding down PAUSE and pressing either OPTION 1 or OPTION 2 will evolve your LIFEform frame-by-frame. Note that the OPTION button used determines whether screen wrap is on or off.
3. Pressing BUTTON A sets one corner coordinate of a box that you can draw. Pressing BUTTON A again sets the other corner coordinate of the box. Anything within the box is now in your COPY BUFFER. You are now in PASTE/ERASE MODE.
4. Holding down PAUSE and pressing BUTTON A

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takes you to the LIFEform library, a screen full of goodies for you to put into your COPY BUFFER. After selecting a LIFEform or group of LIFEforms, you will be in PASTE/ERASE MODE.

5. Holding down PAUSE and pressing BUTTON B takes you directly to PASTE/ERASE MODE, using whatever was last put in your COPY BUFFER. If you haven't yet selected anything, you may get garbage.

PASTE/ERASE MODE

Access PASTE/ERASE MODE either by holding PAUSE and pressing BUTTON B while in DRAWING MODE, or by going to COPY MODE and selecting LIFEforms from your screen or the library screen. You can tell you are in PASTE/ERASE MODE because your joypad now controls whatever you have in your COPY BUFFER. While in PASTE/ERASE MODE, your controls behave as follows:

1. Pressing either OPTION 1 or OPTION 2 will return you to DRAWING MODE.
2. Pressing BUTTON A will allow you to paste your COPY BUFFER.
3. Pressing BUTTON B will allow you to erase using your COPY BUFFER.
4. Holding PAUSE and pressing BUTTON B will flip your COPY BUFFER any one of eight possible ways.
5. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the PASTE/ERASE MODE.
6. Pressing PAUSE and BUTTON A will put you in COPY MODE.

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